

Sprint Retrospective Meeting Minutes

Project: AI Mock Interview Prep

Attendees: Daniella Fuentes, Lindsey Blais, Nakisha Strickland

Start time: 10:00 PM

End time: 11:00 PM

What went wrong?

- Pacing visuals required more fine-tuning than expected to work smoothly across all screen sizes.
- Language switching still had small delays when toggled too quickly.
- Some onboarding steps were skipped by users during early testing.

- Did we do a good job estimating our team's velocity?
 - Yes overall. The sprint stayed close to the estimated workload even though extra time went into UI testing and performance fixes.
- Did we do a good job estimating the points (time required) for each user story?
 - Mostly yes. Translation handling and onboarding improvements required more small adjustments than planned.
- Did each team member work as scheduled?
 - Yes. Everyone completed tasks and communicated problems early.

What went right?

- The pacing system became easier to understand with visuals.
- Language preference now saves correctly for users.
- Audio answer examples improved the learning experience.
- Onboarding flows were clearer after testing.
- Daily communication helped catch issues quickly.

How to address the issues in the next sprint?

- Test language switching earlier in the sprint.
- Validate onboarding with more users before finalizing.
- Use more device testing to catch UI issues earlier.

How to improve the process?

- Add usability testing in the middle of each sprint.
- Leave buffer time for UI polish and testing.

- Review user feedback during development not just at the end.

How to improve the product?

- Add tooltips for pacing visuals.
- Allow users to choose onboarding length.
- Expand audio samples with different speaking styles and roles.